

Multiple Choice

1. What is the primary mechanism for creating objects in the Prototype Design Pattern?
 - a. Instantiation using constructors
 - b. Cloning an existing instance
 - c. Deserialization of object state
 - d. Invoking a static factory method
2. What does the Prototype Interface in the Prototype Design Pattern declare?
 - a. A method for serialization
 - b. A method for cloning
 - c. A constructor signature
 - d. A method for object disposal
3. Which of the following best describes a Concrete Prototype in the context of the Prototype Design Pattern?
 - a. A class that cannot be instantiated
 - b. A class that provides the actual implementation of the clone method
 - c. A class that only contains abstract methods
 - d. A class that serves as a factory for object creation
4. What is the role of the Client in the Prototype Design Pattern?
 - a. To define the clone method
 - b. To initialize new objects
 - c. To initiate the cloning process
 - d. To implement the prototype interface
5. Which of the following is a use case for the Prototype Design Pattern?
 - a. When object creation is less efficient by copying
 - b. When reducing subclassing is not a concern
 - c. When configuring complex objects with different properties
 - d. When a single instance of an object is required